

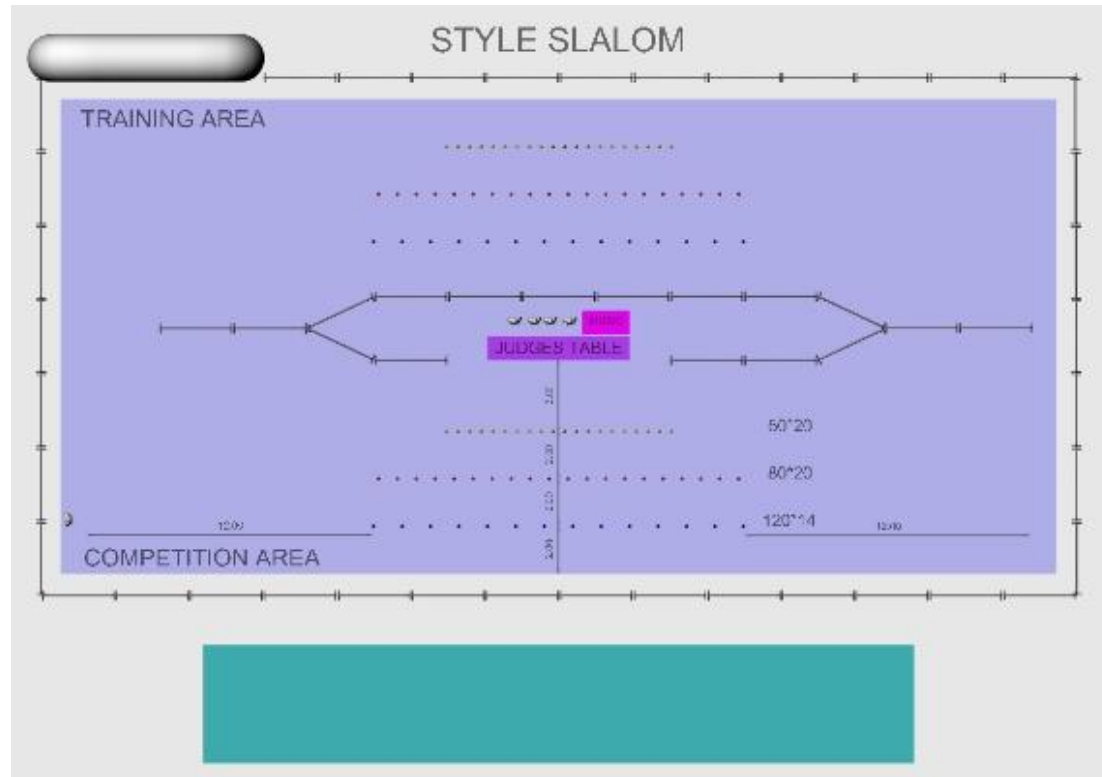


2014 – Freestyle Skating Statutes & Bylaws.

Appendix



Annexe 1



Annexe 2
Technical Tricks Matrix

Matrices : Tricks & Transitions

	1	2	3	4	5	6	7
Wiper				Wiper 1 wheel No Wiper			
1 wheel		1 wheel back					
Footgun		Footgun back Christie Kasachock	Christie back Kasachock back	Footgun spin kasachoc spin	Christie spin Footgun 1W	Footgun 1W back Christie 1 W	
Spin 2W		Snake cross	Butterfly Cobra / Cobra Back	Butterfly spin forward			
Reverse Eagle			Chicken 1 wheel	Day/Night	Chicken back 1 wheel		
Special							
Brush back							
Full volte mop after eight brush		1WF to 1WB	1WB to 1WF		1W Stop & Go		
		Footgun to wheeling					
Eagle to Footgun back							

to be updated : from 0 to 6 points per trick or transition



Annexe 3
Bonus Tricks Matrix

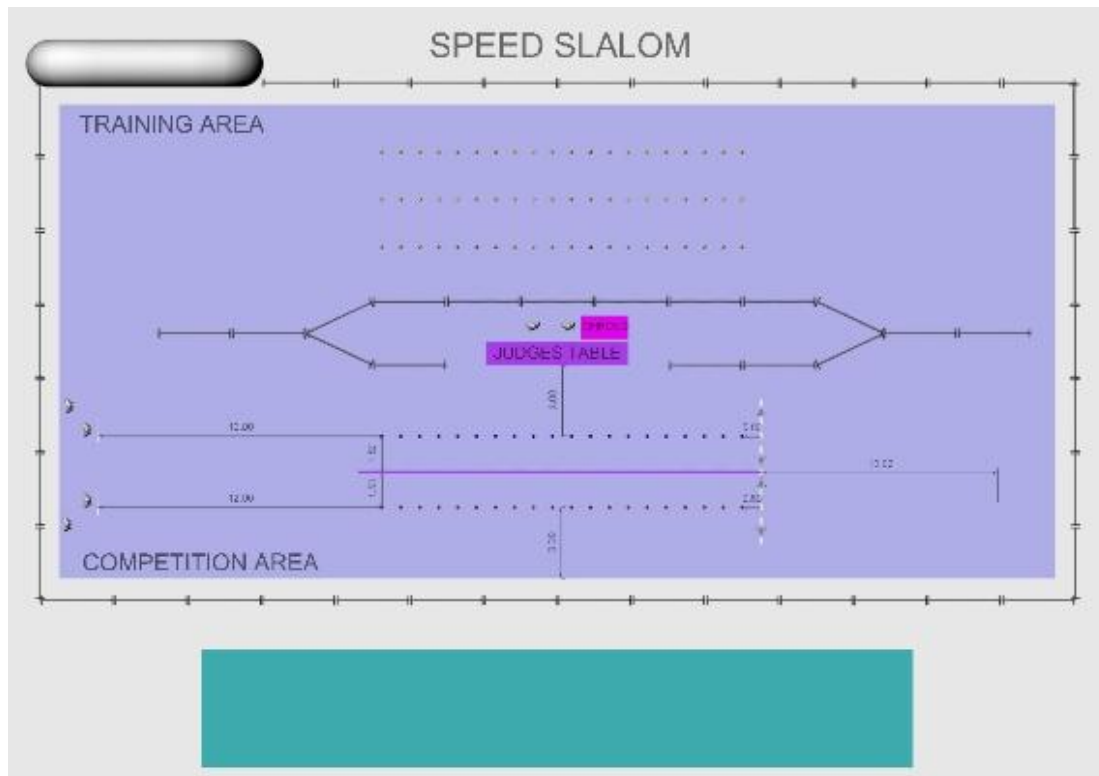
0	0.5	1	1.5	2
	Block on 2 wheels	Easy block on the floor Small Jump Easy shuffles		Difficult block on the floor asking for special balance or flexibility

Annexe 4
Penalty Matrix: (penalty mark)

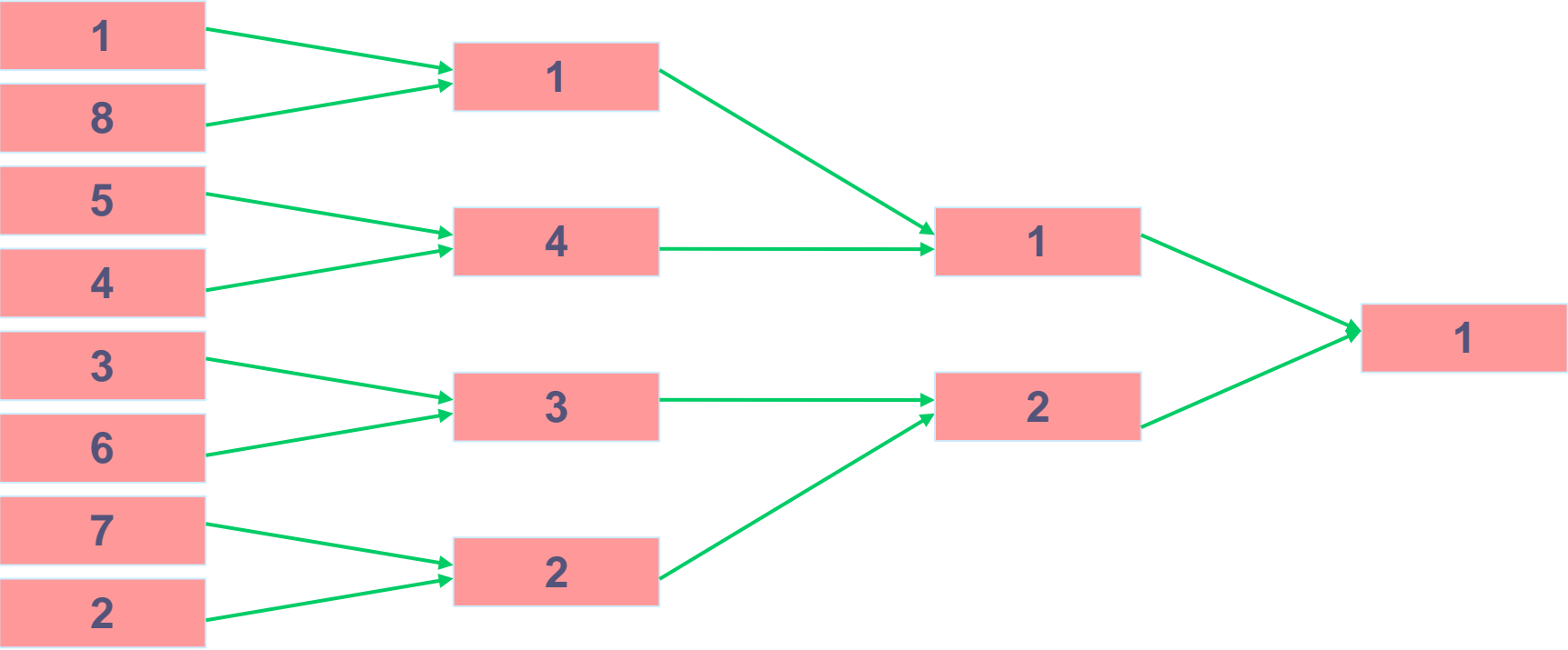
0	1	2	3	4	5
	One hand on the floor From low position (like a foot gun)	One hand on the floor From stand up position (like a volte)	Light fall, with short time on the floor		Heavy fall, dangerous for the skater



Annexe 5



Annexe 6
Knock out system organisation



FREESTYLE SLALOM

Technical Mark

Category

Total 1st run /58

Skater Name

Total 2nd run /58

1st run :

Technique of the best 7 tricks & transitions

/42+6

Circle the best repetition trick and double of its points

6		Trick or Transition	Points	yes	No
5					
4					
3					
2					
1					
0					

Bonus /5	Footwork & technical impression /5
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2nd run :

Technique of the best 7 tricks & transitions

/42+6

Circle the best repetition trick and double of its points

6		Trick or Transition	Points	yes	No
5					
4					
3					
2					
1					
0					

Bonus /5	Footwork & technical impression /5
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FREESTYLE SLALOM

Body Control Mark

Category

Total 1st run /20

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Skater Name

Total 2nd run /20

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1st run:

Control of Tricks and Transitions

/20

2nd run:

Control of Tricks and Transitions

/20



FREESTYLE SLALOM

Music Mark

Category Total 1st run /20

Skater Name Total 2nd run /20

1st run :

General Rythm <i>10</i>	Melody & Choreography /10
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2nd run :

General Rythm <i>/10</i>	Melody & Choreography /10
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FREESTYLE SLALOM

Penalties

Category

Total 1st run

Skater Name

Total 2nd run

1st run :

Fallen cones (*-1/2 pt)	Fall (-1/2 to -5 pt / each)	Time (in sec)
Not Slalomed cones (*-1/2 pt)		Time penalty <80 sec = -5pts >100 sec = -5 pts 80 to 100 sec = ok

Sitting	Jumping	Spin	Wheeling

(3 points penalty per component not realised)

2nd run :

Fallen cones (*-1/2 pt)	Fall (-1/2 to -5 pt / each)	Time (in sec)
Not Slalomed cones (*-1/2 pt)		Time penalty <80 sec = -5pts >100 sec = -5 pts 80 to 100 sec = ok

Sitting	Jumping	Spin	Wheeling

(3 points penalty per component not realised)



FREESTYLE SLALOM

Jam Synchronisation Mark

Category

Total 1st run /20

Team Name

Total 2nd run /20

1st run:

Team Synchronisation

/20

2nd run:

Team Synchronisation

/20

